

## **Game Description**

"It's non-stop undersea excitement in a race to prove what really makes a sponge a man..."

Drive SpongeBob, Patrick and the Krustymobile through Bikini Bottom and beyond! Along the way you'll visit the Krusty Krab 2, the Thug Tug Bar, The Goofy Goober, The Chum Bucket, Neptune's Castle, and the dangerous Monster Filled Trench -- meeting new friends (and enemies!) as you go! Can you unlock and complete all the zany challenges?

## **Gameplay**

This is a fast-paced driving action game (in the mold of Grand Theft Auto 3 and Simpson's Hit and Run) combined with fun challenges that focus on events and locations from the film.

Challenges must be completed to earn 'crown icons' (or 'crowns') -- earn enough and you'll unlock more challenges.

A challenge location is indicated by a semi-transparent cylinder. Driving into a cylinder causes the challenge host (for example Mr. Krabs) to ask (with on-screen text boxes) whether the player would like to take the challenge. Once selected, the screen fades out and loads the challenge. The challenge then fades in with simple instructions given by the host character using text boxes, which can be skipped by clicking the 'play' button.

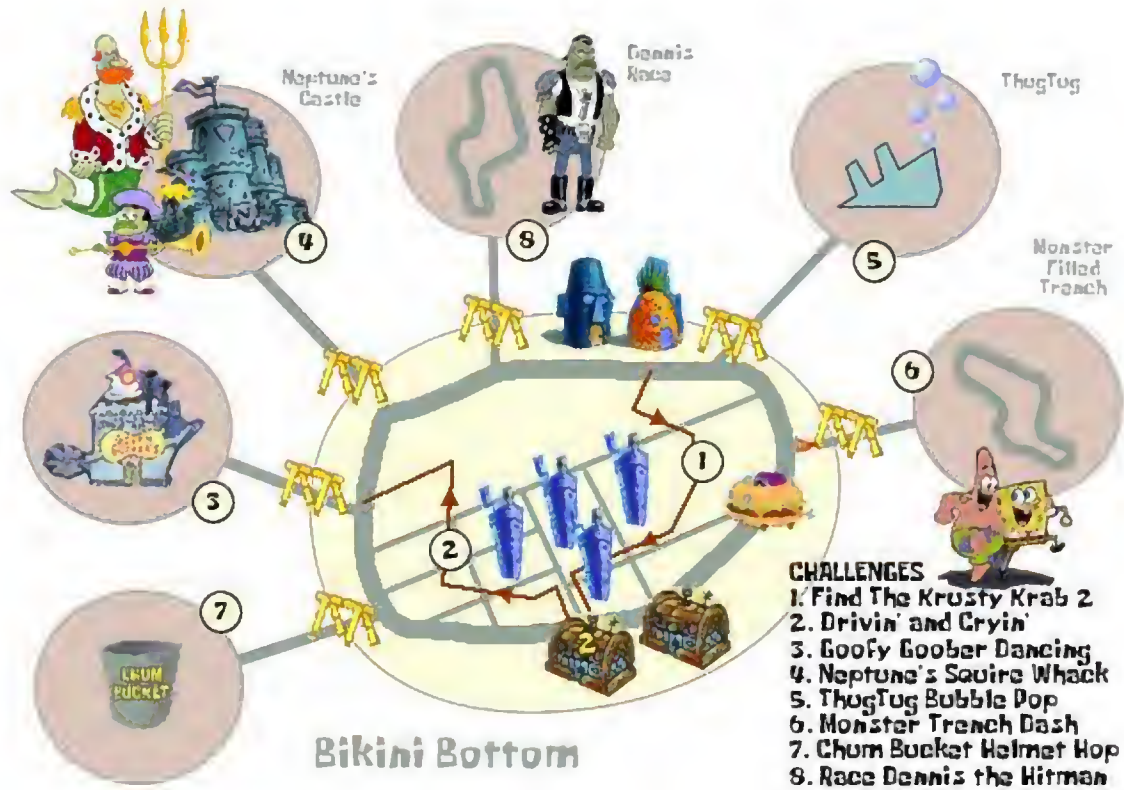
At the end of a challenge, the player is invited to play again, submit score or finish. If the player selects finish, the screen fades out and the player is returned to the Krustymobile. In some cases if a challenge is successful the player will be transported to a new location, if not they will be returned to the challenge initiation point.

Players are encouraged to play the challenges a number of times -- the more times they play, the more crowns they earn. Number of crowns earned will also depend on the score achieved in each challenge. Each challenge (except for challenge #1) will have an "admission fee" of a certain number of crowns deducted from their total. However, within each challenge they get to keep the crowns they earn. If player gets down to zero crowns he will have to go back to challenge #1 to earn more. Admission fees escalate with challenges.

The entrance to the locked challenges, are shown as road signs with road blocks in front of them until enough crowns are earned.

The game starts with SpongeBob and Patrick in the Krustymobile outside SpongeBob's house. The player can choose SpongeBob or Patrick to drive, and the other character appears in the passenger seat. Indoor challenges will be first person view, or fixed third person view as required.

The player can choose to accept the first challenge, or explore Bikini Bottom. Hidden throughout the environment are crowns -- some easy to get, and others more challenging, maybe requiring a big jump, or skillful driving. Some crowns are also revealed by smashing into items and shaking them loose. The idea is that there is plenty of fun to be had just cruising with your buddy!



Here is a summary of the challenges:

Challenge	Admission Fee	Type	Host
Find the Krusty Krab 2!	free!	Driving	Mr. Krabs
Drivin' and Cryin'	5	Driving	Goofy Goober
Goofy Goober Dancing!	10	Indoor	Goofy Goober
Neptune's Squire Whack	20	Indoor	King Neptune
ThugTug Bubble Pop	50	Indoor	Dennis
Monster Trench Dash	100	Driving	Mindy
Chum Bucket Helmet Hop	150	Indoor	Mr. Krabs
Race Dennis the Hitman	200	Driving	Dennis

### Find the Krusty Krab 2!

Start Area: outside SpongeBob's House

Play Location: Streets of Bikini Bottom

Host: Mr. Krabs

Gameplay: Driving. SpongeBob is expecting to be made manager of the new Krusty Krab 2. You must drive to the Krusty Krab 2 before time runs out. Follow the trail of crown icons to find the way.

Scoring: Points for collecting crowns and time bonus.

### Drivin' and Cryin'

Start Area: outside the Krusty Krab 2

Play Location: Streets of Bikini Bottom

Host: Goofy Goober

Gameplay: Driving. After finding out he didn't get the job at the Krusty Krab 2, SpongeBob is devastated. SpongeBob and Patrick are wailing (sound effects only, no animation) while driving the Krustymobile through the streets of Bikini Bottom, and they must get to The Goofy Goober before it closes for solace in the form of sundaes. Chase the Goofy Goober across Bikini Bottom. He leaves a trail of dropped ice creams to follow. Miss 3 ice creams and the game finishes.

Scoring: Crowns for collecting ice creams.

### **Goofy Goober Dancing**

Start Area: Outside the Goofy Goober

Play Location: Inside Goofy Goober

Host: Goofy Goober

Gameplay: Indoor. Fixed front-view inside the Goofy Goober looking at the stage. SpongeBob, Patrick and Goofy Goober are on stage and a speaker on each side of the stage. The speaker lights up momentarily with the music – click on it when lit. Get a crown for every correct hit. Gets faster with time. Miss a speaker 3 times and game over.

Scoring: Points for collecting crowns

### **Neptune's Squire Whack**

Start Area: Outside Neptune's Castle

Play Location: Inside Neptune's Throne Room

Host: Neptune

Gameplay: Indoor. Fixed view inside the castle. The annoying squire is at it again – blowing his trumpet! He pops up out of a hole in the floor and blows he's trumpet – zap him with Neptune's scepter before he stops to earn a crown icon. Miss 3 and it is game over. Speed increases with time.

Scoring: Points for collecting crowns

### **ThugTug Bubble Pop!**

Start Area: Outside the ThugTug Bar

Play Location: Inside ThugTug Bar Bathroom

Host: Dennis the Hitman

Gameplay: Indoor. Fixed view inside the ThugTug Bar bathroom. Bubbles are floating towards the door. SpongeBob follows the mouse, click for him to jump – any bubbles he touches pop and earn a crown. If 3 bubbles escape it's game over. Speed increases with time.

Scoring: Points for popping bubbles (converted to crowns)

### **Monster Trench Dash!**

Start Area: Outside Monster Trench

Play Location: Monster Filled Trench Track

Host: Mindy

Gameplay: You navigate a winding monster filled trench avoiding obstacles (rocks, coral, holes) and jump over jumps in order to make it to the end.

Scoring: Points for collecting crowns/time bonus

### **Chum Bucket Helmet Hop**

Start Area: Outside The Chum Bucket

Play Location: Inside The Chum Bucket main Restaurant

Host: Mr. Krabs

Gameplay: Indoor. Fixed view inside the Chum Bucket. Characters with Chum Bucket Helmets on appear from behind tables, chairs, etc. Click on them to zap and remove the helmet. Miss 3 and it's game over. Speed increases with time.

Scoring: Points for collecting helmets (converted to crowns).

### **Race Dennis the Hitman!**

Start Area: Outside the Race Start

Play Location: Dennis Track

Host: Dennis the Hitman

Gameplay: Driving. *A mad dash from Dennis on his motorbike —if he catches you, yer toast!* This is a 3 lap race on Dennis' track, you beat him and you win, you lose the race, and you lose.

Scoring: Points for collecting crowns/time bonus

### **Camera**

- Driving: 3<sup>rd</sup> person chase camera
- Other Challenges: Fixed camera angle (camera locked off)

### **Controls**

The object here is to keep the controls simple, so players can just jump in without reading any instructions. The skill will come from timing - not the learning of complex controls.

- ARROW KEYS control movement.
- SPACEBAR triggers
- ENTER key to swap drivers between SpongeBob and Patrick
- MOUSE CONTROL: Some of the indoor challenges are better suited to mouse control

### **HUD**

Main game HUD:

- Crown counter

The HUD for individual challenges will vary, but mainly consist of:

- Timer
- Number of crowns collected

### **Scoring**

Once the player has completed a challenge they can submit their score for that challenge. There will be a separate scoreboard for each challenge, which will

encourage players to play again and again. The scoreboard for each challenge will also be viewable from the main game menu.

## **Environments**

Based on SBM source art. Note: locations may need to be revised based on availability of source material.

### *Drivable Areas:*

- Bikini Bottom – drivable area with landmarks such as SpongeBob's , Patrick's, Squidward's houses, the Krusty Krab 2, The Chum Bucket, Entrance's to Goofy Goober, Thug Tug Bar, Monster Filled Trench, Neptune's Castle, and road signs to the other challenges.
- Monster Filled Trench Race Track
- Dennis the Hitman Race Track

*Interior Locations (note: these will be single-wall 3D sets, with counter/furniture as appropriate, and fixed direction camera view):*

- Chum Bucket
- ThugTug Bar
- Goofy Goober
- Neptune's Castle

## **Asset Scope**

- SpongeBob as 3D animated playable character
- Patrick as 3D animated playable character
- 5 x 3D NPCs challenge hosts with basic animation: Mindy, Dennis the Hitman (on motorcycle), Goofy Goober (or Plankton), Mr. Krabs, and King Neptune
- Expansive drive-anywhere 3D world with 10 exterior landmark locations (roughly equivalent to three standard size environments)
- 4 interior locations with 3D single-wall sets
- Sound FX as provided by nick.com
- Game music as provided by nick.com

## **Game Features**

- Platform: 3D Groove GX (Windows + OSX)
- Max initial download size: 2.0MB
- Game window size: 512x384 (EXE build will be default of 640x480 with 512x384 as an option for slower PCs)
- High Score posting (local high score board for EXE version)

## **Draft Schedule**

Kickoff	June 1
Initial Character Art Delivery	June 14
Initial Character Art Approval	June 21

Initial Environment Art	June 28
Initial Environment Art Approval	July 6
Beta Delivery	July 26
Beta Approval	August 2
RC Delivery	August 9
RC Approval	August 16
Gold Master Delivery	August 23
Launch	TBD